

SEGA™

SEGA™
S
I
S
E
N
E
S
G



PHANTOM

2040

INSTRUCTION MANUAL



VIACOM®
newmedia™

LICENSED BY SEGA™ ENTERPRISES, LTD.
FOR PLAY ON THE SEGA GENESIS™ SYSTEM



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

VIACOM
newmedia™

1515 Broadway
New York, NY 10036
1-800-469-2539

© 1995 Viacom International Inc. All Rights Reserved.

© 1994 Hearst Entertainment, Inc. /King Features Syndicate, Inc.

TM The Hearst Corporation.



*Hearst
Entertainment, Inc.*



Handling the Cartridge/Setting Up.....	2
Getting Started	3
Game Controls	4
Game Screen	5
The Ghost Jungle	6
Phantom's Lair	7
The Map	8
The Inventory	11
Support.....	20



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



HANDLING THE CARTRIDGE

This cartridge is intended exclusively for the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Genesis cartridge.

SETTING UP

1. Set up your Sega Genesis System as described in its instruction manual.
2. Plug in Control Pad 1 for one player; plug in Control Pads 1 and 2 for two players.
3. Make sure the power switch is OFF. Then insert the Phantom 2040 cartridge into the Genesis unit.
4. Turn the power switch ON. In a few moments, the Phantom 2040 title screen will appear.
5. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Genesis cartridge.



From the title screen, use the Control Pad to move the Skull next to the game option you want:



START

To begin playing, select and press the Start button or wait to see the introductory story, then press Start.

OPTIONS

Select this and press the Start button to bring up the Options. You can personalize your game set up by changing the following:

- Lives
- Music
- Storyline

PASSWORD

Select this and press the Start button to log in the password and enter the corresponding level. Move the selector to each of the digits and press any button to enter. Then select END.

You will earn a password after each chapter. This allows you to re-enter the game at the beginning of that chapter with the same weapons earned up to that point.

These are the default button assignments for the hand Controller.

START

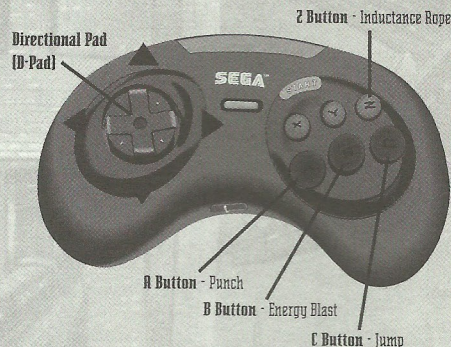
- Start game
- Pause

STORY SCREENS

- Press START to skip the story screens.
- Press any other button to advance the story to the next screens.
- Press Button C to show text faster.

6 BUTTON CONTROLLER

The six button controller allows for better control and more combinations.



Hint: Fire Rope at the top of your jump for maximum reach.

Hint: Press the Mode button to fire 360 degrees.

PHANTOM MOVES

Walk ►

Run ►►

Duck ▼

Slide ►► and A

Hint: Hold button down for a longer slide.

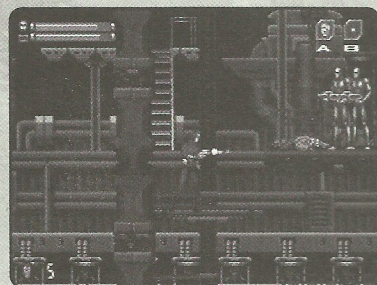
Climb with Rope ◀●▶ and C and Z

Hint: Rope will only attach to walls if it is fired from a jump.

Jump Down ▼ and C

Kick ► C then A

3 BUTTON CONTROLLER



Energy Bar



Weapon A Box



Weapon B Box



Number of Lives



Spirit Bar

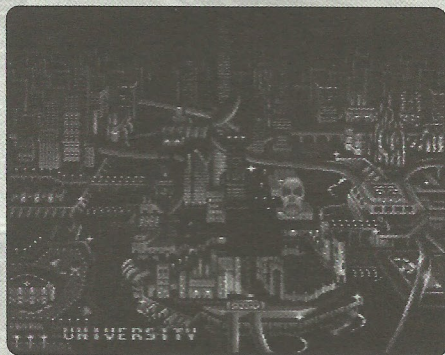
THE MAP

The Map of Metropia is located in the Communications Center of the Lair.

TO OPEN THE MAP IN THE LAIR:

Use the Control Pad to move in front of the Phantom's computer, then press Up.

The Map displays the various places in Metropia. The skull shows the exit from each place back to the Map. Places change throughout the game, so you may want to enter a sector more than once.



TO ENTER A SECTOR OF METROPIA:

1. Use the Control Pad to move the Skull over the Map. Accessible sites are highlighted when the Skull is over them.
2. Click the Start button when the Skull is over the highlighted sector of the site you want to enter.

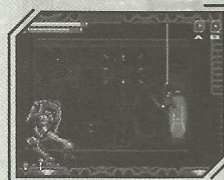


SOME OF THE PLACES YOU WILL GO...

GHOST JUNGLE Originating from the 2024 Toxic Waste Train Disaster, the Ghost Jungle spreads across thousands of square miles of underground tunnels, abandoned buildings, and parkways. Capable of sustaining a complex system of unique plant life and animals.

PHANTOM'S LAIR Headquarters of the 26th Phantom in the heart of the Ghost Jungle provides access to the Map. Hidden entrances and tunnels access secret exits throughout Metropia. Phantom's Throne and Council Fire mark the main entrance.

MAXIMUM, Inc. World's largest corporation, controlled by Rebecca Madison. Main goal to create the MAXIMUM ERA, a new world order dominated by the Madison family.



METROPIA UNIVERSITY The Eco-Science Department is dedicated to the study and preservation of the environment. State-of-the-art research lab is headed by Professor Jack Archer, friend and advisor of Kit Walker, Jr.

SPACE PORT Central port-of-call for spacecrafts. Catch the next shuttle to the Orbital Colonies, if you dare!

WILDLIFE MEMORIAL Under construction. Exhibits extinct animals linked to the Earth's past.

BATTLESHIP FACTORY Owned by Maximum, Inc. Currently manufacturing a battleship designed to protect the city of Metropia from terrorists.

WAREHOUSE AND DOCKS Once prosperous, this district is now completely abandoned except for Oines Industries' warehouse. Nobody knows what is stored here!

BIOT FACTORY Besides housing a mega-ton warhead, this plant manufactures the complete line of Biological Optic Transputer Systems (BIOTS) for Maximum, Inc.

INDUSTRIAL SECTOR City's center of energy. The square miles of pipes and machinery generate the enormous amounts of power consumed by Maximum, Inc. and its factories.

TUBE TRAIN STATION Leads to an incredible web of transport tunnels throughout Metropia, built by Maximum, Inc.'s legion of BIOTS.



Hint: Destroying Switch Terminals opens doors. The number on the terminal matches the door it opens.

YOU MUST CONTINUE THE FIGHT WHERE YOUR FATHER LEFT OFF. HE, TOO, BATTLED THE SAME FORCES THAT NOW THREATEN TO TAKE OVER METROPIA.

I DON'T UNDERSTAND THE CONNECTION, GURAN.

BIOTECHNOLOGY CREATED BY MAXIMUM, INC. COULD CAUSE THE EXTINCTION OF ONE OR MORE ANIMAL SPECIES. THE FRAGILE BALANCE OF THE ENTIRE ECO-SYSTEM WOULD BE DISRUPTED, LEAVING THE EVIL FACTIONS OF MAXIMUM, INC. WITH ACCESS TO WORLD CONTROL!

Available at any time, the Inventory holds the Phantom's personal collection of weapons and Items. The Smart Gun and Inductance Rope are available when you start. Throughout the game, you collect additional weapons and items that can be assigned to Buttons A and B.

To select a Weapon:

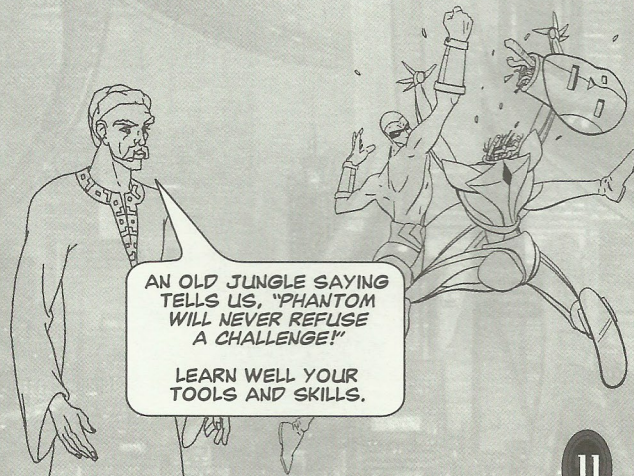
1. Press Start to open the Inventory.
2. Using the Control Pad, move the Selector to choose your weapon. Available weapons are highlighted.
3. Press Button A or B to assign the selected weapon.

WEAPONS



Punch Destroy enemies with fists, sliding kicks and other powerful physical attacks. Special moves include:

Kick ▼  Slide ►► 



SMART GUNS AND AMMUNITION:



Energy Blast Powerful, enemy eliminating burst



Breaker Attaches to enemy and explodes



Homing Missile Heat seeking missiles that track and destroy enemies.



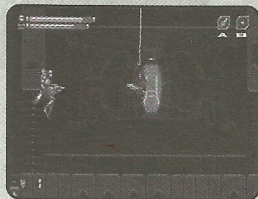
Boomerang Takes down enemy or returns to Phantom. Travel length determined by how long fire button is held.



Devastator More powerful blast bursts across the screen by holding down fire button and then releasing.



Spread Shoots energy particles in all directions when the fire button is released.



Inductance Rope Magnetic rope to scale walls, swing, etc. Phantom can pull himself above enemies while firing, kicking or punching. Rope also stuns enemies.



Wave Gun Lands punches when distant from enemy.

HAND PELLETS Phantom drops these in front of or behind himself.



Explosive Pellet Lays dormant for two seconds, or until an enemy makes contact, then detonates.



Flash Pellet Light flash confuses enemies.

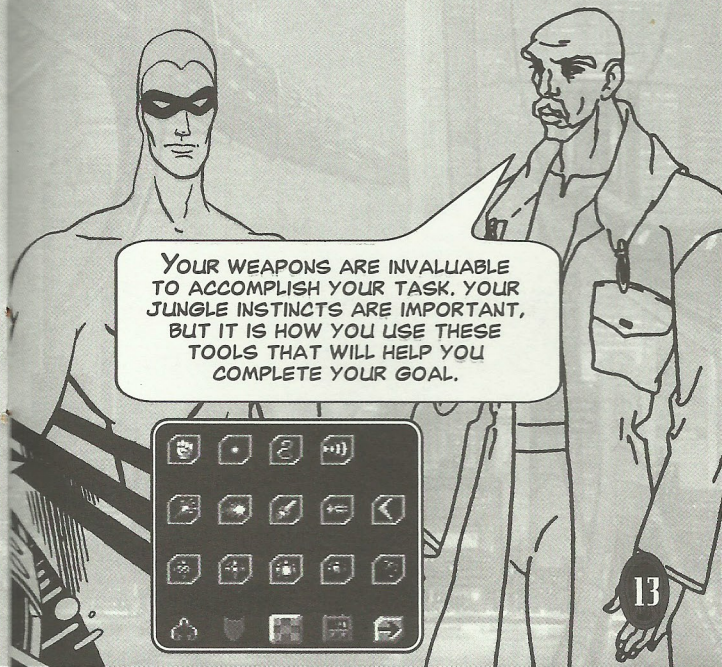


Super Explosive Pellet Lays dormant for two seconds, or until an enemy makes contact, then shoots flames in all directions.



Fire Retardant Pellet Extinguishes flames.

Hint: Putting out fires is a great way to earn power ups!



YOUR WEAPONS ARE INVALUABLE TO ACCOMPLISH YOUR TASK. YOUR JUNGLE INSTINCTS ARE IMPORTANT, BUT IT IS HOW YOU USE THESE TOOLS THAT WILL HELP YOU COMPLETE YOUR GOAL.

Power-Ups



Rope Lengthens the Inductance Rope.



Weapon Raises weapons to the next level of power.



Energy Cells Replenish the Energy Bar.



Energy Aid Kit Save and use to refill the Energy Bar.



Energy Length Increases size of the Energy Bar.



Skulls Replenish the Spirit Bar.



First Aid Kit Save and use to refill the Spirit Bar.



Spirit Length Increases size of the Spirit Bar.



1-Up Extra life.

Phantom's Powers



Invisibility Blends Phantom with his surroundings.



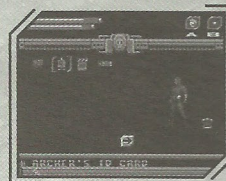
Armor Energy field power up repels bullet and laser attacks.



Shadow Panther Leaps from enemy to enemy, destroying all.

The Items

Items will provide important information or give you access to specific sectors of the city. When you receive an Item, it is automatically registered in the Inventory.



To view Item Screen:

1. Press Start.
2. Move the Selector to the arrow at the bottom right.
3. Press the A or B Button to view the Items.



YOU MUST BE CAREFUL, KIT WALKER. EVERY MOVE YOU MAKE IS WATCHED BY MAXIMUM, INC. AND REBECCA MADISON. IF YOU GET IN THE WAY OF HER EVIL PLANS, SHE WILL HAVE YOU DESTROYED.

YOU WILL PERISH, PHANTOM!

THE CHARACTERS



SOME OF THE PEOPLE YOU WILL MEET...

Kit Walker *Alias, The Phantom*

Student at Metropia University, Kit is the 24th Phantom in an unbroken father-to son line tracing back to Africa. With Guran's assistance, Kit learns the skills and weapons born of the jungle and passed down through the generations.

Jack Archer *Ally*

Professor of Eco-Sciences at Metropia University, advisor and friend to Kit Walker. Works with a team of highly skilled lab assistants. Recently involved in a top secret research project. Project Description Unknown.

Guran *Ally*

Mentor to Kit Walker. Holds mysterious bond with the Shadow Panther. Wise to the dangers of Metropia, he utilizes the Ghost Jungle as a hidden refuge and link to the primeval jungles of Africa.

Rebecca Madison *Enemy*

Head of Maximum, Inc., world's largest corporation. Evil, intelligent, dedicated to world-wide domination. Driven by revenge, she holds the previous Phantom responsible for the death of her husband, Maxwell Madison Sr., sixteen years earlier. She will do anything to bring him back to life... even if it destroys Metropia!

Graft *Enemy*

Chief of Maximum, Inc.'s Security. More machine than man, he submits to Rebecca Madison's orders in fear she will cut off his life support system. He commands different combat configurations to battle the Phantom.

Maxwell Madison Jr. *Enemy*

Vice President of Special Projects at Maximum, Inc. Son of Rebecca Madison. Brilliant and independent, his personal desire to eliminate the Phantom endangers his mother's master plan with his crude operations. Controls battles with biot weaponry, such as the Legion Biot, from remote locations through a self-designed Virtual Reality system

Maxwell Madison Sr. *Enemy*

Deceased husband to Rebecca Madison. Original head of Maximum, Inc. Devised a plan to reshape Earth's biosphere and rule the world. Obsession with ridding himself of the 23rd Phantom led to his death sixteen years ago. Brainwaves stored in Maximum, Inc. computer. Rebecca plots to bring him back to life.

Sean One *Enemy*

Nine feet tall, lanky and pale, he was the first man born in space. Leader of the FREE ORBITALS, a political movement among the people in space demanding independence from Earth. Involved in international crime, smuggling, and high jacking.

Tracker *Enemy*

Skilled and experienced hunter. Often stalks the elusive Shadow Panther in the Ghost Jungle. A top ecologist, he exploits the increasingly endangered nature on Earth.

Mars *Enemy*

Ex-military leader, active in the Resource Wars. A loose cannon ready to explode, the wars took his family and left him with little rationality. Commands a group of loyal mercenaries.

Mr. Cairo *Neutral*

Trader, dealer in stolen information, suspected organized crime boss. Driven by profit, he'll sell to the highest bidder.

Alex Sapien *Neutral*

Leader of the Humans 4 Humans. A scientist who was once involved with research for Maximum, Inc. until he found out that Rebecca plans to replace more than half of the work force of Metropia with biots. Now he is on a crusade to stop Maximum, Inc. and its biot factories.

Dr. Jak *Neutral*

Roving video reporter. Vision implants keep him one step ahead of media competition by instantaneously uploading news as it happens. Commentary is often slanted and opinionated, particularly in his coverage of the Phantom.



PHANTOM

2040

METROPIA IS A GIANT CITY,
PHANTOM, WITH **EVIL BLOOD**
PULSING FROM ITS HEART! YOU
WILL VISIT MANY PLACES HERE IN
YOUR SEARCH FOR JUSTICE! IT
WON'T BE EASY...

...BUT ONLY YOU CAN SAVE
THE WORLD FROM
DESTRUCTION. IN THIS
DANGEROUS TIME,

**SOMEONE HAS
TO CARE!**

SUPPORT/CREDITS



WARRANTY

For additional help, please contact us Monday through Friday between the hours of 7 AM and 8 PM, Mountain Standard Time at:

UM Product Support
PH: 1-303-339-7114
FAX: 1-303-339-7022

CREDITS

NY Managing Producer:
Product Coordinator:
Marketing Director:
Marketing Coordinator:

New York Team

Rachel Leventhal
Caroline Parker
Monique Doubet
Amy McPoland

Developed by:

Chicago Team

Game Producer:
Lead Programmer:
Additional Programming:

Jeff Troutman
Joe Hellesen
Roman Scharnberg, Christian Gustafson,
Patrick Costello, Paul Hellier, Dave Roberts,
Joe Chang, Brian Leake

Lead Designers:

Jeff Troutman, Brian Babendererde

Design:

Jared Prano, Paul Hellier

Lead Artist:

Brian Babendererde

Art and Animation:

Jared Pranno, Charles Dines

Music and Sound Design:

Burke Treischmann, Matt Scott

Development Support:

John Podlasek, Scott Lawrence

Lead Tester:

Gus Peterson

Testers:

Dave Casso, Jim Raff, Joe Chang, Francis Brooke

Story Editor:

Dale Cunningham

Documentation:

Marla D. Wright

Special Thanks to:

Hearst Entertainment

Irene Ackerman
Frank Caruso
Steve Herman

VIACOM NEW MEDIA Limited Warranty Viacom New Media warrants to the original purchaser only that the Game Cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Cartridge with it's original packaging to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Cartridge, free of charge to the original purchaser (except for the cost of returning the Game Cartridge), is the full extent of our liability.

EXCEPT FOR THE LIMITED WARRANTY ABOVE, VIACOM NEW MEDIA EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS.

Viacom New Media shall not be liable for incidental and/or consequential damages for the breach of any expressed or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Viacom New Media has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIACOM
newmedia™

1515 Broadway
New York, NY 10036
1-800-469-2539

PATENTS: U.S. #4,442,486/4,454,594/4,462,076/4; Europe #00244; Canada #1,183,276/1,082,351;
Hong Kong #88-4302; Germany #2,609,826; Singapore #88-155; U.K. #1,535,999;
France #1,607,029; Japan #1,632,396

Also Available on Videocassette
Wherever Videos Are Sold

PHANTOM

2040



NOT SPONSORED BY SEGA

© 1995 VIACOM INTERNATIONAL INC. ALL RIGHTS RESERVED. © 1994 HEARST ENTERTAINMENT, INC. / KING FEATURES SYNDICATE, INC. TM THE HEARST CORPORATION.

**SEGA, GENESIS, AND GAME GEAR ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.**

For information on this product's rating, please call 1-800-771-ESRB

VIACOM
newmedia™

1515 BROADWAY, NEW YORK, NY 10036

PRINTED IN THE U.S.A.